Movement / Visit Location Use Case

# Brief Description

This use case is directed at the flow of the actual gameplay, describing each path that may be taken during the course of the game. This will show every possible situation that the system (gameplay) can be in at any one time.

# Actors Involved

**Player**

# Basic Flow

|  |  |
| --- | --- |
| **Player:** | Shakes phone to activate Oracle. |
| **System:** | Generates number of path nodes to take.  Shows possible locations to Player. |
| **Player:** | Arrives at location. |
| **System:** | Detects location as a ‘no frills’ location, prompts to shake Oracle.  **<A1> <A2> <A3> <A4>** |
| **Player:** | Shakes phone to activate Oracle. |

# Alternative Flows

## A1 – Question Location

*Arises when Player arrives at a new location.*

|  |  |
| --- | --- |
| **System:** | Detects location as a ‘question’ location.  Provides Player with question. |
| **Player:** | Answers question correctly. **<A1.1> <A1.2>** |
| **System:** | Prompts Player to shake Oracle to progress to a new location. |
| **Player:** | Shakes phone to activate Oracle. |

## A1.1 – Incorrect Answer

*Arises when Player incorrectly answers a question.*

|  |  |
| --- | --- |
| **Player:** | Answers question incorrectly. |
| **System:** | Decrements Player health by 10%.  Prompts Player to answer again, or answer new question. **<A1.1.1>** |
| **Player:** | Answers question correctly. |
| **System:** | Prompts Player to shake Oracle to progress to a new location. |
| **Player:** | Shakes phone to activate Oracle. |

## A1.1.1 – Low Health

*Arises when Player’s health drops below 15% during the course of the game.*

|  |  |
| --- | --- |
| **System:** | Detects Player health is below 15%.  Prompts Player to return to a ‘regeneration’ location. |
| **Player:** | Returns to ‘regeneration’ location. |
| **System:** | Resets Player health to 100%.  Prompts Player to shake Oracle to progress to a new location. |
| **Player:** | Shakes phone to activate Oracle. |

## A1.2 – Trading Health

*Arises when Player decides to exchange health for a new question.*

|  |  |
| --- | --- |
| **Player:** | Trades health for new question. |
| **System:** | Decrements Player health by 5% if total health does not drop below 15%.  Provides Player with new question. |
| **Player:** | Answers question correctly. **<A1.1>** |
| **System:** | Prompts Player to shake Oracle to progress to a new location. |
| **Player:** | Shakes phone to activate Oracle. |

## A2 – Keystone Location

*Arises when Player arrives at a new location.*

|  |  |
| --- | --- |
| **System:** | Detects location as a ‘keystone’ location.  Provides Player with question. |
| **Player:** | Answers question correctly. **<A1.1> <A1.2>** |
| **System:** | Adds keystone to Player’s bag.  Prompts Player to shake Oracle to progress to a new location. |
| **Player:** | Shakes phone to activate Oracle. |

## A3 – Wildcard Location

*Arises when Player arrives at a new location, ‘Energy Boost’ wildcard.*

|  |  |
| --- | --- |
| **System:** | Detects location as a ‘wildcard’ location.  Randomly chooses ‘Energy Boost’ wildcard. **<A3.1> <A3.2>**  Increases Player’s health by 10%.  Prompts Player to shake Oracle to progress to a new location. |
| **Player:** | Shakes phone to activate Oracle. |

## A3.1 – Wildcard Location (alternative item)

*Arises when Player arrives at a new location, ‘Question Immunity Spell’ wildcard.*

|  |  |
| --- | --- |
| **System:** | Detects location as a ‘wildcard’ location.  Randomly chooses ‘Question Immunity Spell’ wildcard.  Adds spell to Player’s bag.  Prompts Player to shake Oracle to progress to a new location. |
| **Player:** | Shakes phone to activate Oracle. |

## A3.2 – Wildcard Location (alternative item)

*Arises when Player arrives at a new location, ‘Give It Up’ wildcard.*

|  |  |
| --- | --- |
| **System:** | Detects location as a ‘wildcard’ location.  Randomly chooses ‘Give It Up’ wildcard.  Prompts Player to relinquish item from bag or lose 5% health |
| **Player:** | Chooses to relinquish item. **<A3.2.1>** |
| **System:** | Removes item from bag.  Prompts Player to shake Oracle to progress to a new location. |
| **Player:** | Shakes phone to activate Oracle. |

## A3.2.1 – Surrender Health

*Arises from ‘Give It Up’ wildcard.*

|  |  |
| --- | --- |
| **Player:** | Chooses to lose health. |
| **System:** | Decrements Player health by 5%.  Prompts Player to shake Oracle to progress to a new location. **<A1.1.1>** |
| **Player:** | Shakes phone to activate Oracle. |

## A4 – Exit Location

*Arises when Player arrives at a new location.*

|  |  |
| --- | --- |
| **System:** | Detects location as an ‘exit’ location.  Checks number of keystones in Player bag.  Informs Player of end of game. **<A4.1>** |
| **Player:** | Rejoices. |

## A4.1 – Exit Location (no required items owned)

*Arises when Player arrives at a new location (with not enough keystones).*

|  |  |
| --- | --- |
| **System:** | Detects location as an ‘exit’ location.  Checks number of keystones in Player bag.  Informs Player they don’t have the required items to exit.  Prompts Player to shake Oracle to progress to a new location. |
| **Player:** | Shakes phone to activate Oracle. |